

1:00 - 1:50 (5 minute)
1:55 - 2:45 (5 minute)
2:50 - 3:40 (5 minute)
3:45 - 4:30

Thur 10:30am - 12:30pm

Wed 12 - 2pm

function calls

variables

branches (if-statements)

Control flow

Loops (for, while)

Classes and objects

Arrays

Piazza: Limit the lines of
code to 5

Java

- Programming language (object-oriented)

Processing (Development Environment)

- Uses Java Programming Language

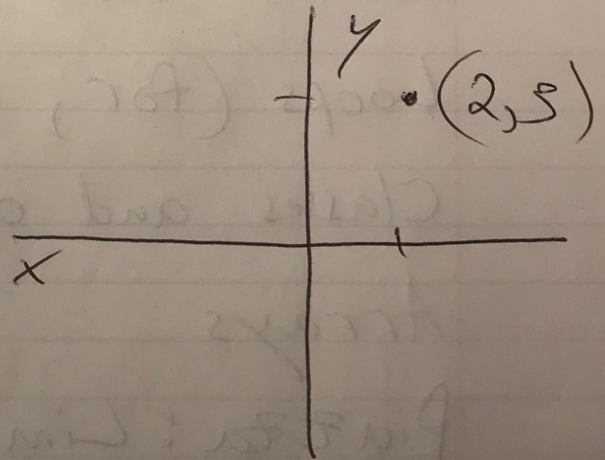
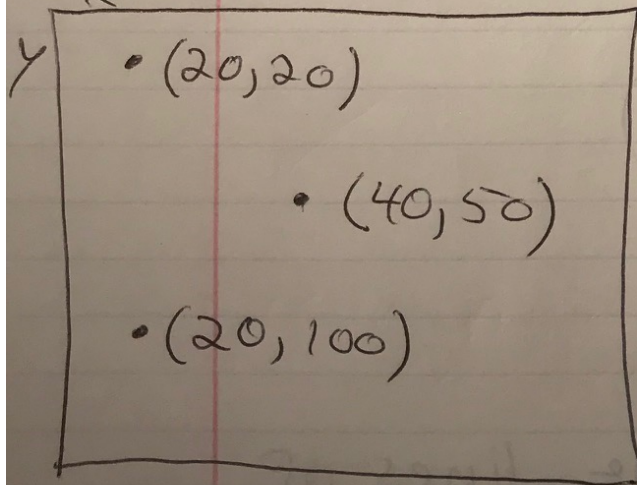
Java


javac Compile — translate code into binary

java Run — run the binary file

Computer

Cartesian plane



 units in pixels

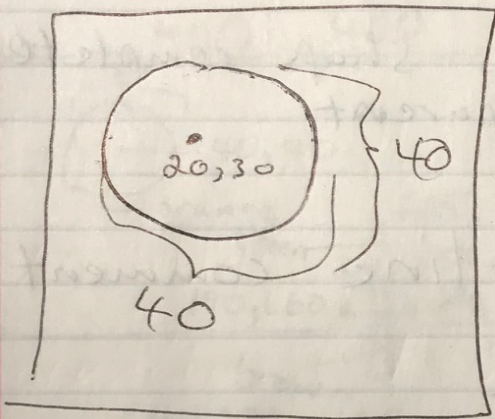
parentheses

semi-colon

```
ellipse(20, 30, 40, 40);
```

name of function

arguments
(may or may not have them depending on function)



```
ellipse(x, y, w, h);
```

```
rect(x, y, w, h);
```

size(x, y);

top left corner of rectangle

inside of shape

x is width of screen, y is height of screen

```
fill(r, g, b);
```

r = red, g = green, b = blue

```
stroke(r, g, b);
```

outline of shape

```
background(r, g, b);
```

background color of sketch

(1 byte) ————— 0
1

RGB

Red: 0-255 → 256 → 2^8

Green: 0-255

Blue: 0-255

capitalized `noStroke()`; removes outline of shape

`noFill()`; makes shape completely transparent

// single-line comment

/* multi-line

comment

* /

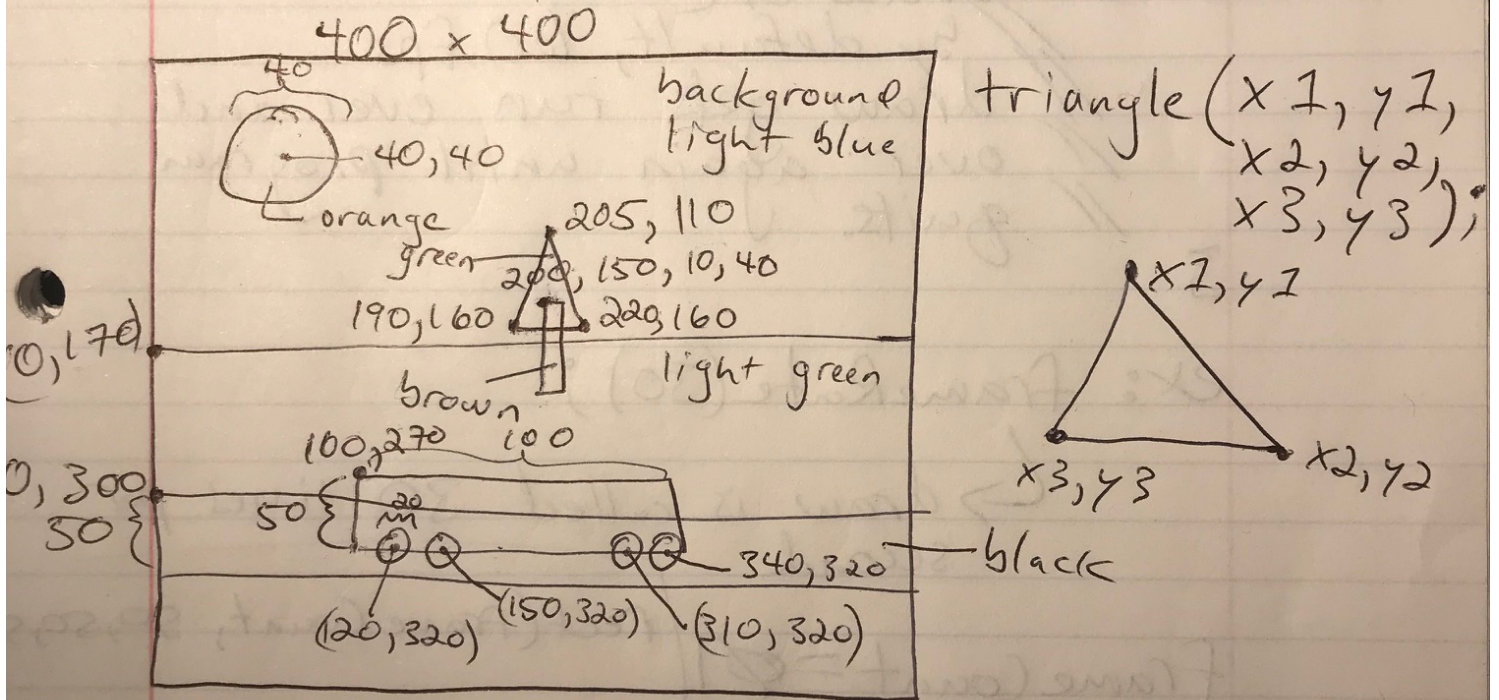
Documentation (Reference)

- All the function calls in Processing

1.) What is the purpose of your program?

2.) What are the requirements of the program?

3.) How are we going to implement it?



void setup() {

// executed once, at beginning of
// program.
// size, background, frameRate

}

void draw() {

// by default, 60 fps
// draw gets run over and
// over again until program
// quits.

}

ex: frameRate(30);

↳ draw is called 30 times per second

frameCount = 0 | rect(frameCount, 50, 50, 50);

rect(0, 50, 50, 50);

rect(1, 50, 50, 50);

rect(2, 50, 50, 50);

